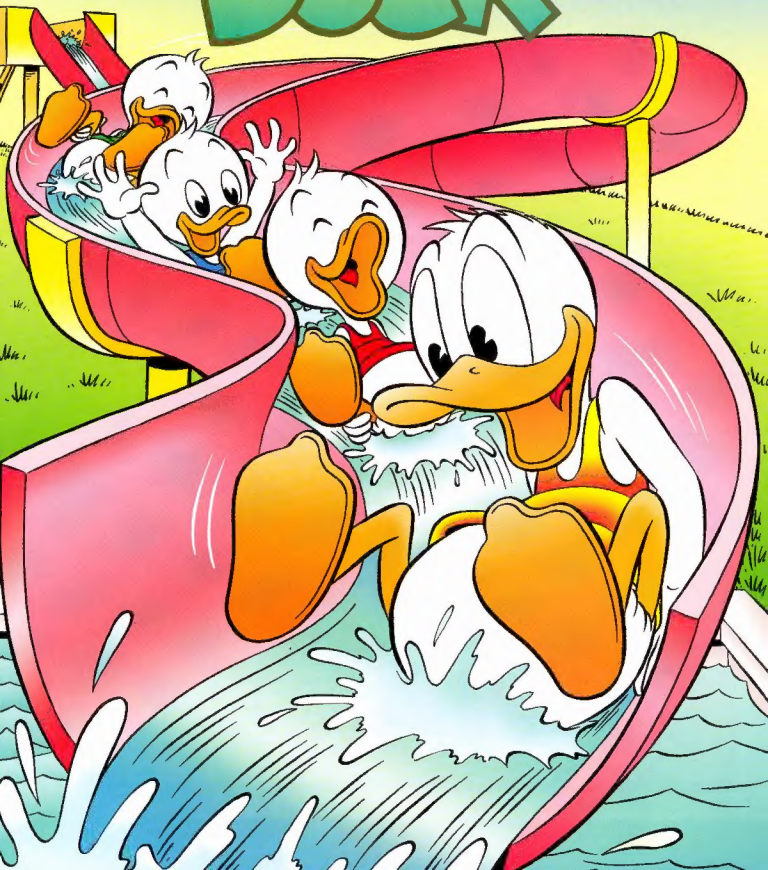
GEMSTONE PUBLISHING

WALT DISNEY'S

DONALD DUCK AND FRIENDS

AUGUST
NO. 318
$2.95



We've received a number of letters lately dealing with the virtues of "new" *versus* "old." Specifically, the desirability of newly-written Mickey or Donald stories with a modern or futuristic setting against that of the old classics by the likes of Carl Barks or Paul Murry. Well, a lot of people like the new stuff and a lot of people like the old stuff. As a matter of fact, the division is about fifty/fifty.

For my part, I enjoy the new science fiction/fantasy oriented tales. Mickey adventuring in outer space or alternate dimensions and Donald encountering dinosaurs or monsters is exciting and in fact not far distant from many of the stories produced by the "old masters," as many of our readers have pointed out. Barks, Floyd Gottfredson, and so many others covered those thematic motifs from almost the very beginning of the Disney characters' careers.

The argument for the new stories is we're aiming for a newer, younger audience. The argument for the old stories is, well, they're classic and still appropriate for today's audience. In fact, there is a validity for both arguments.

It has been suggested by several of our readers that we experiment with presenting both old and new in *Mickey Mouse and Friends* and *Donald Duck and Friends,* as we do in our more collector-oriented prestige-format titles, *Uncle Scrooge* and *Walt Disney's Comics and Stories,* but with an eye to the reprints that aren't dated. So we're going to give that a try. Beginning with books shipping in October (yes, we work that far ahead), look for a mix of stories in both titles featuring Barks, Murry, *et al,* along with the new material that has dominated till now. Let us know how you like it.

Especially you newer readers.

— John Clark

nomscans~HaCsA

• IN THIS ISSUE •

Donald Duck **THE DEMON GENIUS**
Story: Per Hedman
Dialogue: Gary Leach
Art: Vicar
Color: Janice Miller
Lettering: Willie Schubert

Mickey Mouse **NO THANKS FOR THE BUGGY RIDE**
Story & Art: Noel Van Horn
Color: Scott Rockwell
Lettering: Willie Schubert

Donald Duck **BURGLAR ALARM**
Story: J. Antrobus & T. Anderson
Dialogue: Gary Leach
Art: Vicar
Color: Egmont & S. Daigle-Leach
Lettering: Willie Schubert

Front cover art by Daniel Branca, color by Susan Daigle-Leach

NEXT ISSUE SHIPS WEEK OF AUGUST 11TH
www.gemstonepub.com

GEMSTONE PUBLISHING

STEPHEN A. GEPPI
President/Publisher and Chief Executive Officer

JOHN K. SNYDER JR.
Chief Administrative Officer

STAFF

LEONARD (JOHN) CLARK
Editor-in-Chief

SUE KOLBERG
Production Manager

TRAVIS SEITLER
Art Director

MELISSA BOWERSOX
Director - Creative Projects

CONTRIBUTING STAFF

GARY LEACH
SUSAN DAIGLE-LEACH
Art & Editorial

ADVERTISING/MARKETING

J.C. VAUGHN
Executive Editor

ARNOLD T. BLUMBERG
Editor

BRENDA BUSICK
Creative Director

JAMIE DAVID
Executive Liaison

SARA ORTT
Assistant Executive Liaison
Toll Free
(888) 375-9800 Ext. 410
ads@gemstonepub.com

MARK HUESMAN
Production Assistant

MIKE WILBUR
Shipping Manager

Walt Disney's DONALD DUCK and FRIENDS

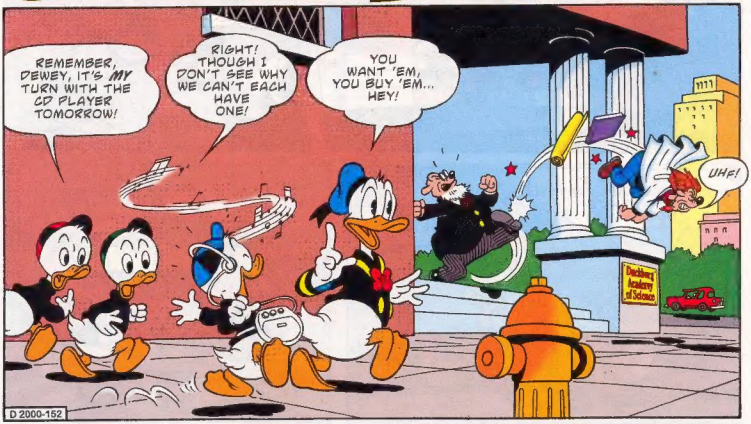
Walt Disney's Donald Duck and Friends No. 318, August 2004. Published monthly by Gemstone Publishing.

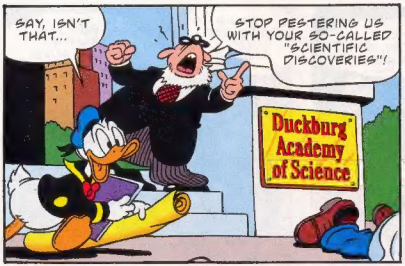
© 2004 Disney Enterprises, Inc., except where noted. All rights reserved. Nothing contained herein may be reproduced without the written permission of Disney Enterprises, Inc., Burbank, CA., or other copyright holders.
12-issue subscription rates: In the U.S., $35.40. In Canada, $40.00, payable in U.S. funds. For advertising rates and information call (888) 375-9800 ext. 410. Subscription and advertising rates subject to change without notice. Postmaster: send address changes to Walt Disney's Donald Duck and Friends, PO Box 469, West Plains, MO 65775.

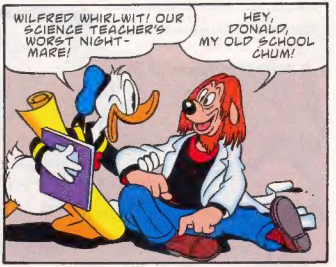
PRINTED IN CANADA

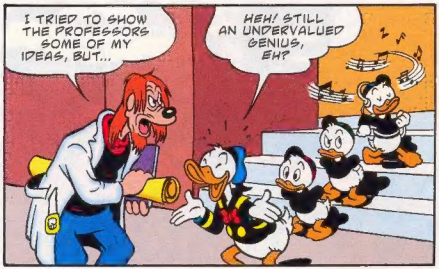
Walt Disney presents

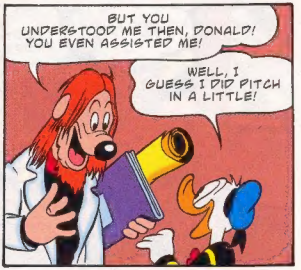
DONALD DUCK in The Demon Genius


REMEMBER, DEWEY, IT'S MY TURN WITH THE CD PLAYER TOMORROW!
RIGHT! THOUGH I DON'T SEE WHY WE CAN'T EACH HAVE ONE!
YOU WANT 'EM, YOU BUY 'EM... HEY!
UHF!
Duckburg Academy of Science
D 2000-152



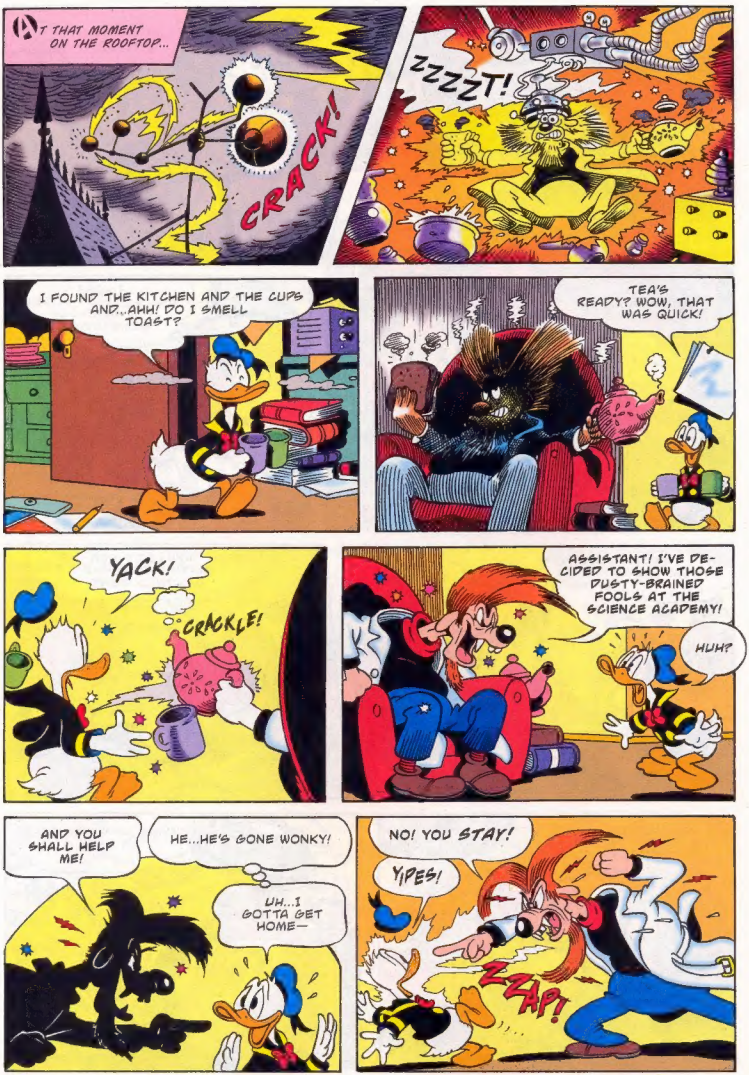




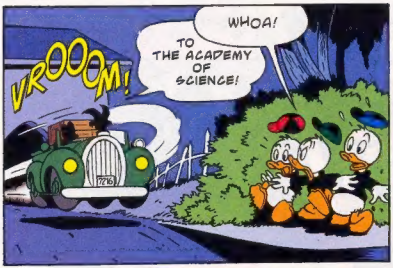


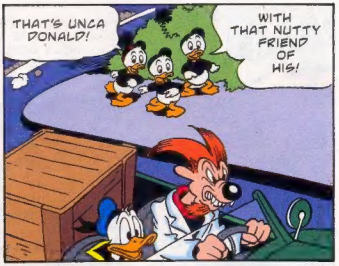
COME ON, LET ME SHOW YOU MY LABORATORY!
SURE! I'LL BE HOME IN AN HOUR, BOYS!
HA, HA! WHAT A NUTTY CHARACTER!
SEEMS HARMLESS, THOUGH!
WHAT? WHO?
THOSE PROFS AT THE ACADEMY ARE PRETTY STUFFY AND HIDE-BOUND!
I GUESS YOU'RE RIGHT!
THEY NEED STIRRING UP! REMEMBER OUR GREEN FOG?
YES! AN EXPERIMENT GONE TERRIBLY WRONG!
SURE DID RAISE A RUCKUS THOUGH!
QUICKLY, CHILDREN, GET OUTSIDE!
IT WAS HARMLESS OF COURSE!
BUT WHAT A STENCH! SURE MADE US POPULAR WITH THE FROGS! HA-HA!
PEEE-YEW!
YEAH, BUT LOOK AT ALL THE FROGS HOPPING IN THERE!
EEEEEK!

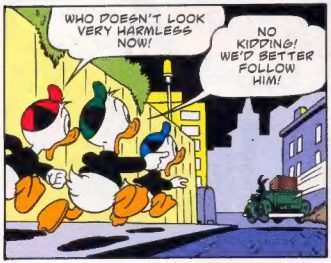
LET'S HURRY INSIDE BEFORE THE RAIN STARTS! I'LL PUT THE KETTLE ON!
WOW, WHAT A SPOOKY... I MEAN, INTERESTING PLACE!
THIS LOOKS LIKE A SETUP FOR A CHEAP HORROR MOVIE!
IT'S MY LATEST INVENTION!
I HOPE IT'LL ATTRACT COSMIC WAVES, OR SOMETHING LIKE THAT!
FETCH SOME CUPS FROM THE KITCHEN! I'LL FIND A TEAPOT!
THE KITCHEN'S THIS WAY?
YEAH! NOW LET'S SEE—HEY, THAT'S WHERE THAT SANDWICH WENT!
AND HERE'S THE TEAPOT! WITH YESTERDAY'S TEA!
YIPE! DANG IT! WHAT A MESS—
SPLASH!

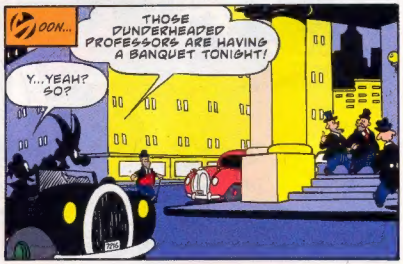

AT THAT MOMENT ON THE ROOFTOP...
CRACK!
ZZZZT!
I FOUND THE KITCHEN AND THE CUPS AND...AHH! DO I SMELL TOAST?
TEA'S READY? WOW, THAT WAS QUICK!
YACK!
CRACKLE!
ASSISTANT! I'VE DECIDED TO SHOW THOSE DUSTY-BRAINED FOOLS AT THE SCIENCE ACADEMY!
HUH?
AND YOU SHALL HELP ME!
HE...HE'S GONE WONKY!
UH...I GOTTA GET HOME—
NO! YOU STAY!
YIPES!
ZZAP!

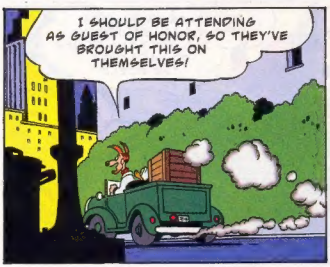
BY SOME STROKE OF FATE, I'VE BECOME A SUPER-GENIUS! THE WHOLE WORLD SHALL TREMBLE AT MY NAME!
HOPE THAT STROKE OF FATE WEARS OFF SOON!
HE STORM EVENTUALLY PASSES...
...BUT FATE'S HOLD ON WILFRED DOESN'T!
HEH HEH HEH!
SAY, WILFRED, WHAT THE HECK ARE WE DOING?
WE ARE GOING TO RECREATE THE "GREEN FOG" IN A HIDEOUS NEW VERSION!
CRCKLE!
FZZZT
TOGETHER WITH SOME AUDIO-VISUAL EQUIPMENT, I'LL HAVE THE POWER TO TAKE OVER THE WORLD!
GULP!
NOW, HELP ME CARRY THIS STUFF INTO THE GARAGE!
THE KIDS MUST BE WONDERING WHERE I AM!
ORT OF...
TRUST UNCA DONALD TO LOSE TRACK OF TIME...

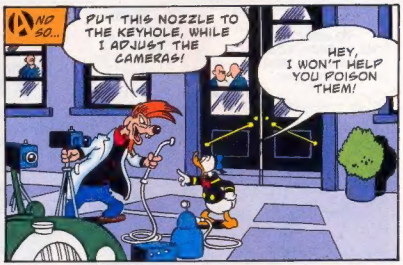

VROOOM!
WHOA!
TO THE ACADEMY OF SCIENCE!
HA!

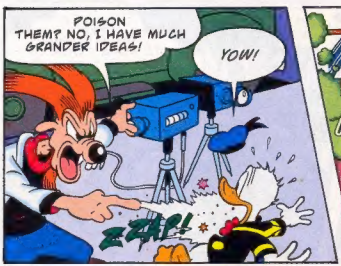

THAT'S UNCA DONALD!
WITH THAT NUTTY FRIEND OF HIS!

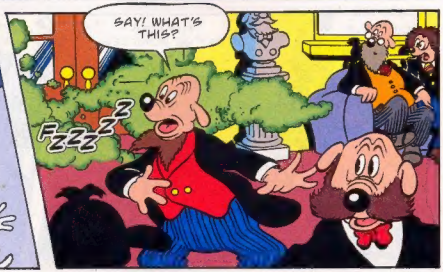

WHO DOESN'T LOOK VERY HARMLESS NOW!
NO KIDDING! WE'D BETTER FOLLOW HIM!

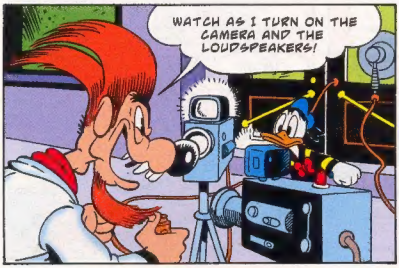

SOON...
THOSE DUNDERHEADED PROFESSORS ARE HAVING A BANQUET TONIGHT!
Y...YEAH? SO?

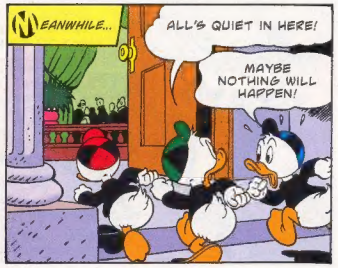

I SHOULD BE ATTENDING AS GUEST OF HONOR, SO THEY'VE BROUGHT THIS ON THEMSELVES!

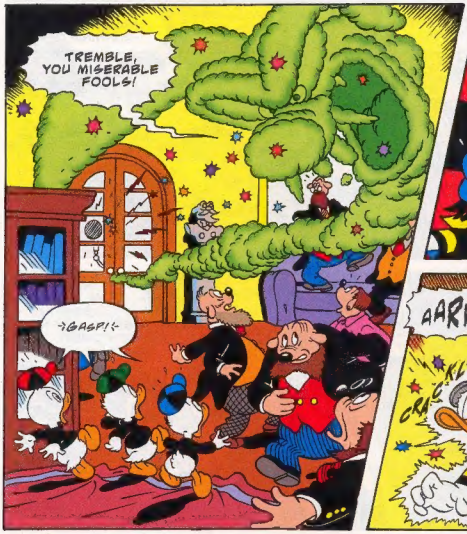

AND SO...
PUT THIS NOZZLE TO THE KEYHOLE, WHILE I ADJUST THE CAMERAS!
HEY, I WON'T HELP YOU POISON THEM!

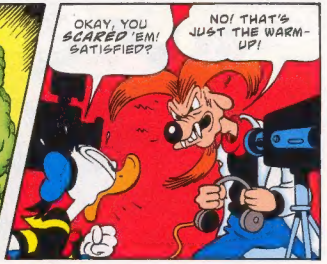

POISON THEM? NO, I HAVE MUCH GRANDER IDEAS!
YOW!
ZZAP!

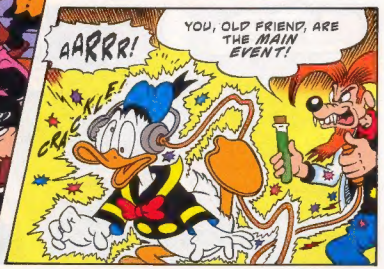

SAY! WHAT'S THIS?
FZZZZ

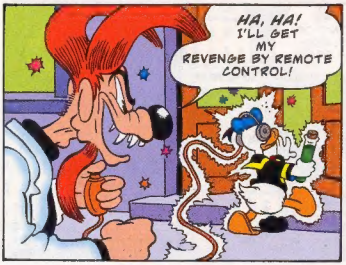

WATCH AS I TURN ON THE CAMERA AND THE LOUDSPEAKERS!

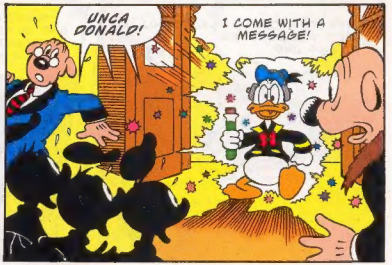

MEANWHILE...
ALL'S QUIET IN HERE!
MAYBE NOTHING WILL HAPPEN!


TREMBLE, YOU MISERABLE FOOLS!
:GASP!:


OKAY, YOU SCARED 'EM! SATISFIED?
NO! THAT'S JUST THE WARM-UP!

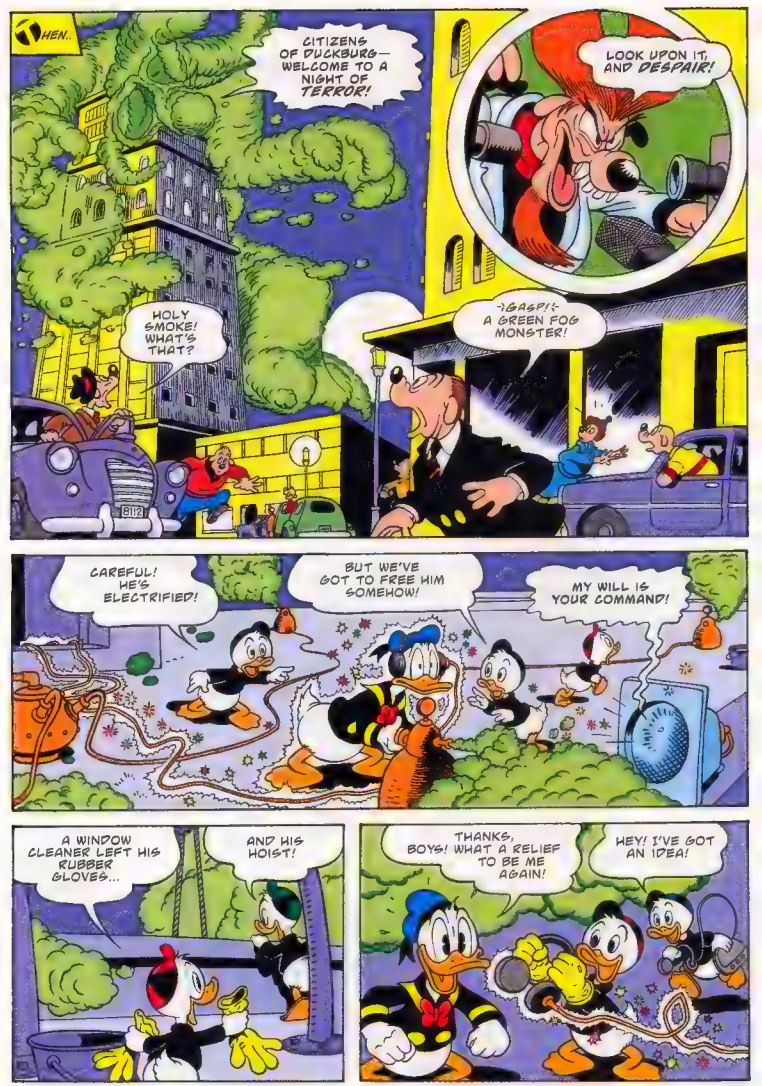

AARRR!
YOU, OLD FRIEND, ARE THE MAIN EVENT!
CRACKLE

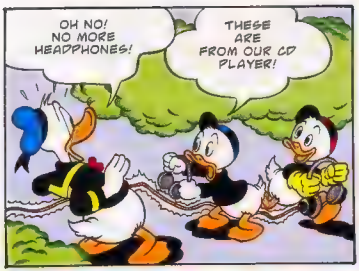

HA, HA! I'LL GET MY REVENGE BY REMOTE CONTROL!

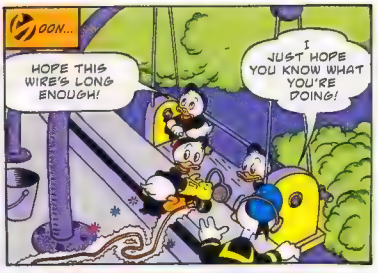

UNCA DONALD!
I COME WITH A MESSAGE!

A TRUE BUT UNAPPRECIATED GENIUS HAS RISEN TO RULE THE WORLD!
HE'S ACTING REAL FUNNY!
BEHOLD! A SMALL SAMPLE OF HIS POWER!
URGH! THAT STENCH!
PHZZZ!
EEEEK!
ARGH! RATS, BATS...
...AND FROGS ARE POURING IN!
WHILE UNCA DONALD IS RUNNING OFF!
THEY'RE HEADING DOWNTOWN!
AND ONCE THERE...
PZZZZ!
HA, HA, HA! LET'S SEE HOW MY NEW "FINGER-POWER" WORKS!
PERFECT! IT OPENS ELECTRONIC LOCKS, DEACTIVATES ALARMS AND CALLS ELEVATORS!
THERE'S THE CAR! IN FRONT OF THE DUCKBURG TRADE CENTER!
THIS CAN'T BE GOOD!

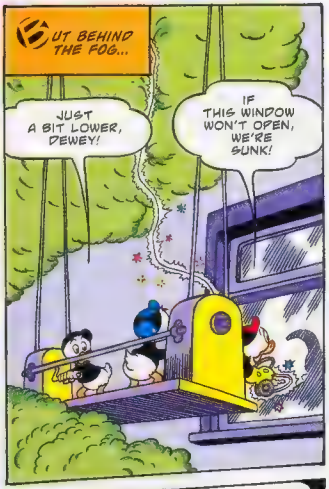
N THE ROOF...
STAND READY, DONALD! I'VE FOUND MYSELF A SUITABLE OFFICE AT THE TOP OF THE STAIRS!
UH OH! THE GUARD'S OUT...
...THE DOOR'S OPEN...
...AND THE ELEVATOR'S JAMMED!
STARTING OPERATION SMOKE MONSTER! OPEN THE BOTTLES, DONALD!
CRACKLE!
OPENING BOTTLES...
FSSSSS
LOOK!
IT'S THAT GREEN FOG AGAIN!
EACHING THE TOP FLOOR...
IT'S THE NUTTY SCIENCE GUY!
CLOSE THE DOOR! QUICK!
LOOK! A WIRE LEADING TO THE ROOF!
I BET UNCA DONALD'S AT THE END OF IT!

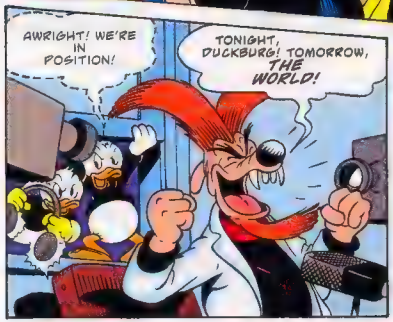

HEN..
CITIZENS OF DUCKBURG— WELCOME TO A NIGHT OF TERROR!
LOOK UPON IT, AND DESPAIR!
HOLY SMOKE! WHAT'S THAT?
¡GASP!¡ A GREEN FOG MONSTER!
CAREFUL! HE'S ELECTRIFIED!
BUT WE'VE GOT TO FREE HIM SOMEHOW!
MY WILL IS YOUR COMMAND!
A WINDOW CLEANER LEFT HIS RUBBER GLOVES...
AND HIS HOIST!
THANKS, BOYS! WHAT A RELIEF TO BE ME AGAIN!
HEY! I'VE GOT AN IDEA!

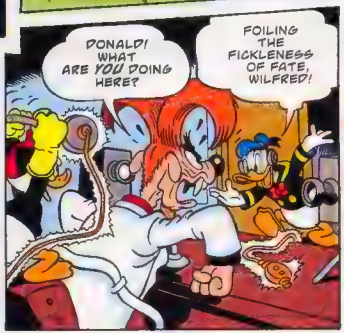

OH NO! NO MORE HEADPHONES!
THESE ARE FROM OUR CD PLAYER!


SOON...
HOPE THIS WIRE'S LONG ENOUGH!
I JUST HOPE YOU KNOW WHAT YOU'RE DOING!

THE "GREEN FOG MONSTER" CONTINUES SPREADING FEAR...
YES, THAT'S THE CREATURE THAT CRASHED OUR BANQUET AT THE SCIENCE ACADEMY!

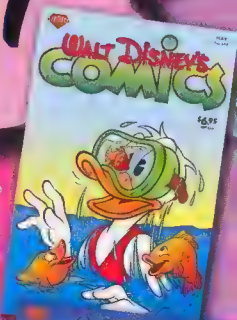

BUT BEHIND THE FOG...
JUST A BIT LOWER, DEWEY!
IF THIS WINDOW WON'T OPEN, WE'RE SUNK!

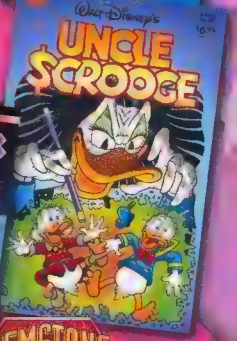

AWRIGHT! WE'RE IN POSITION!
TONIGHT, DUCKBURG! TOMORROW, THE WORLD!


DONALD! WHAT ARE YOU DOING HERE?
FOILING THE FICKLENESS OF FATE, WILFRED!

OH YEAH? NOT IF I—
KA-
ZAP!
HE "SUBMISSION SHOCK" SURGES THROUGH THE WIRE...
CRACKLE
...AND STRAIGHT TO...
AARGH!
ZAP!
FZZT!
HEY, SCAN THOSE HIP-HOP MOVES!
LOOKS LIKE JUNGLE BOOGIE TO ME!
→GROAN!← WHA' HOPPEN? MY BRAIN'S WHIRLING!
SOUNDS LIKE YOU'RE BACK TO NORMAL, WILFRED!
OH MY! DID I MAKE ANOTHER MESS OF THINGS?
I WISH THAT FOG MONSTER WOULD DISSIPATE FASTER! IT'S... EMBARRASSING!
NUTTY, BUT HARMLESS... AND A HIT!

MORE Disney excitement TO COME!





If you like this comic, you'll want to be on board for all the fun in the months to come, with Gemstone Publishing's exciting line of Disney comic books.

For collectors: Walt Disney's Comics and Stories and Uncle Scrooge, providing the best of vintage and recent classic tales by such highly-acclaimed creators as Carl Barks, Pat Block, Daniel Branca, Cesar Ferioli, David Gerstein, Michael T. Gilbert, Daan Jippes, Don Markstein, Pat McGreal, Dave Rawson, Don Rosa, Noel Van Horn, William Van Horn, and many more. These books are 84 pages and in the sturdy, squarebound prestige format that collectors love.

For readers on the go: Donald Duck Adventures, the first title in our new 5" X 7.5" "Take-Along Comic" series, gives you long adventure stories starring Mickey, Donald, Scrooge, and others in modern stories that take them beyond the limits of space and time.

For readers of all ages: Donald Duck and Mickey Mouse and Friends, offering Disney fans the best contemporary Mouse and Duck stories in the familiar 32-page, stapled, comic book format.

Look for them at your local comic shop! Can't find a comic shop? Try the Toll Free Comic Shop Locator Service at (888) COMIC BOOK for the shop nearest you! If you can't find Gemstone's Disney comics in your neighborhood you may subscribe, at no extra charge, and we'll pay the postage! Use the coupon below to do so!

©2004 Disney Enterprises Inc

Mail this coupon to. Gemstone Publishing, P.O. Box 469, West Plains, Missouri 65775.
MO residents add 6.975% sales tax; MD residents add 5% sales tax.

❒ Walt Disney's Comics and Stories. $83 40 for 12 issues ($90.00 Canada, payable in US funds)

❒ Walt Disney's Uncle Scrooge: $83 40 for 12 issues ($90.00 Canada, payable in US funds)

❒ Walt Disney's Donala Duck and Friends $35 40 for 12 issues ($40.00 Canada, payable in US funds)

❒ Walt Disney's Mickey Mouse and Friends. $35 40 for 12 issues ($40 00 Canada, payable in US funds)

❒ D.D.A : $95.40 for 12 issues ($105 00 Canada, payable in US funds)

Name: _____

Address: _____

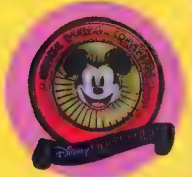
City: _____ State: _____ Zip Code. _____

Email: _____

❒ Visa ❒ MasterCard ❒ Other Card # _____ Exp Date _____

COMIC SHOP LOCATOR SERVICE 888-COMIC-BOOK 888-266-4226

www.gemstonepub.com/disney



How much is your collection worth?

All characters © 2003 respective Copyright holders. All rights reserved.

Find out with the Definitive Visual Guide and Checklist™!

This edition includes more than 13,000 photo illustrated entries and more than 39,000 prices in 360 unique categories! It's all in here! Toy Story, Uncle Scrooge, Spider-Man, Superman, Small Soldiers, Superhero Resins, Batman, Muhammad Ali, Disneyana, Roy Rogers, Buck Rogers, KISS, Mickey Mouse, The Lone Ranger, Puppet Master, Elvis, The Phantom, X-Men, Charlie Chaplin, The Cisco Kid, Donald Duck, Captain Marvel, Laurel & Hardy, Howdy Doody, Planet of the Apes, MAD, Hopalong Cassidy, Captain America, Toy Guns and more!

$35 (+s&h)

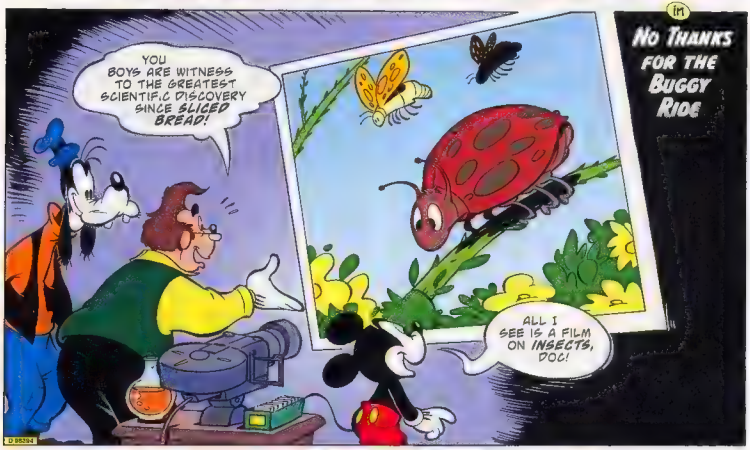
Available at your local comic book shop. Can't find a comic shop near you? Try the Toll Free Comic Shop Locator Service at (888) COMIC BOOK Or you can order direct from Gemstone Publishing by calling Toll Free (888) 375-9800 ext. 249.

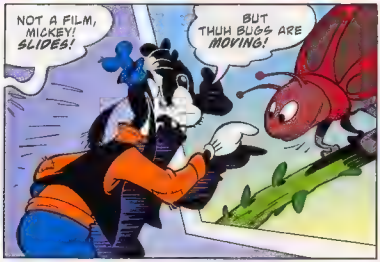
COMIC SHOP LOCATOR SERVICE
888-266-4226

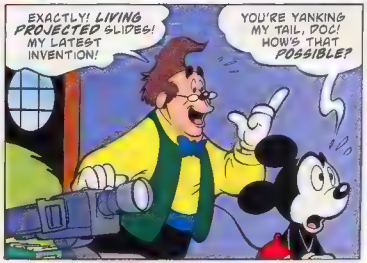
©2003 Disney Enterprises, Inc.

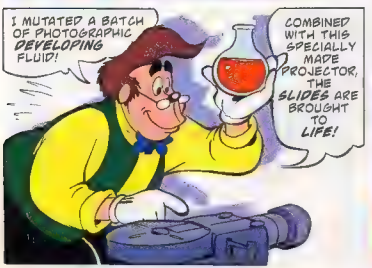
Walt Disney's MICKEY MOUSE

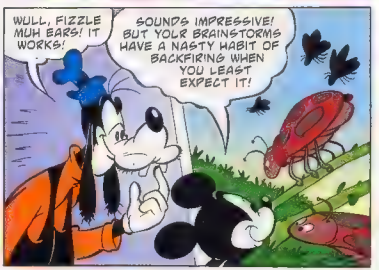
No Thanks for the Buggy Ride





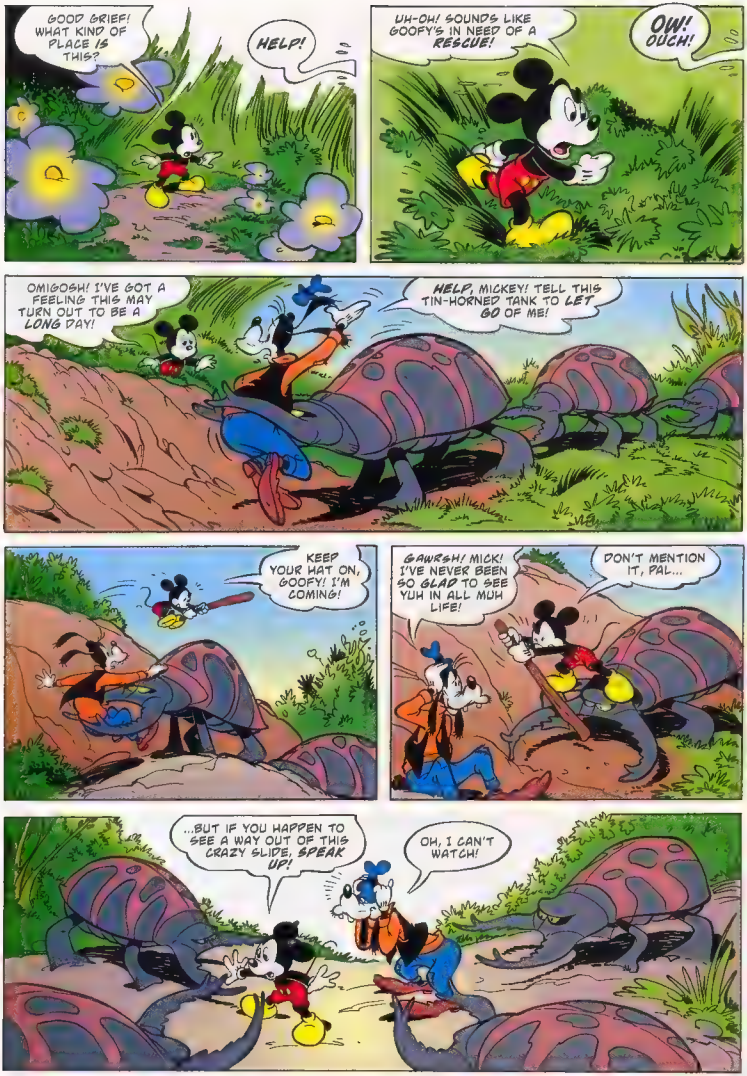



I MUTATED A BATCH OF PHOTOGRAPHIC DEVELOPING FLUID!
COMBINED WITH THIS SPECIALLY MADE PROJECTOR, THE SLIDES ARE BROUGHT TO LIFE!

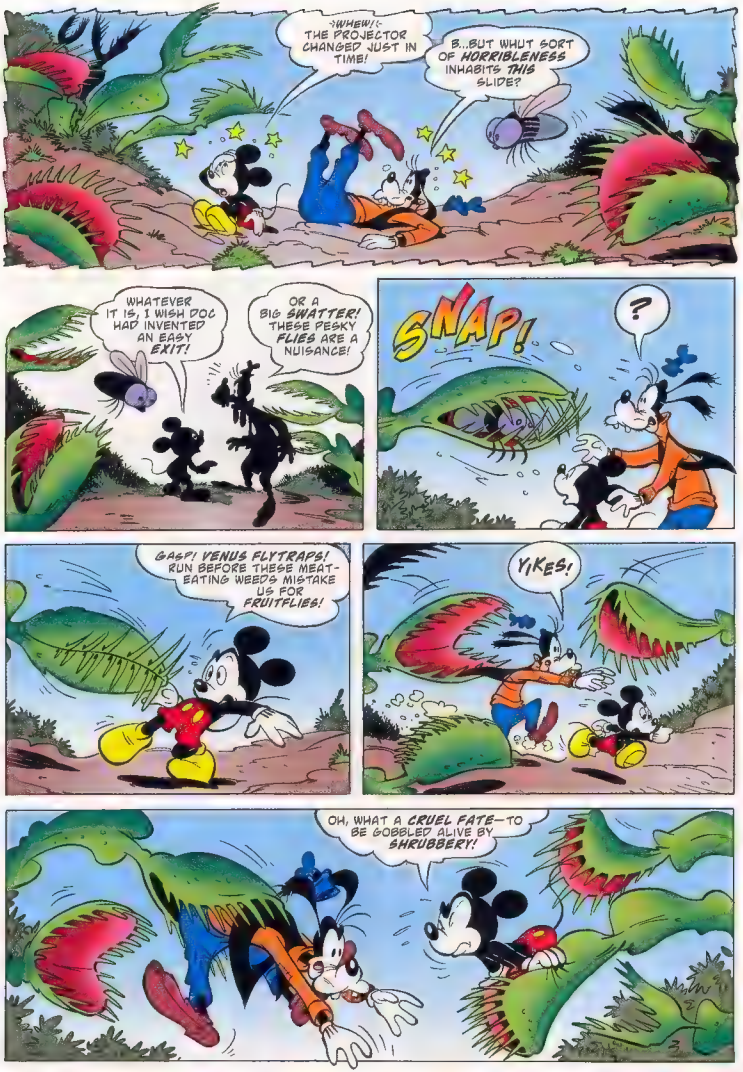

WULL, FIZZLE MUH EARS! IT WORKS!
SOUNDS IMPRESSIVE! BUT YOUR BRAINSTORMS HAVE A NASTY HABIT OF BACKFIRING WHEN YOU LEAST EXPECT IT!

FIFFLE! THIS BONANZA WILL KNOCK THE SOCKS OFF THE SCIENTIFIC COMMUNITY!
THE MIND BOGGLES AT THE POSSIBILITIES MY DISCOVERY COULD LEAD TO!
BUT WHY INSECTS?
OH..I USED SOME OLD SLIDES I HAD LYING AROUND JUST TO PROVE IT WORKS!
YIKES!
RELAX, GOOFY! THEY'RE PERFECTLY HARMLESS!
SHUCKS, THEY SEEM SO REAL—
?!
WHIZZ!
GADZOOKS! WHERE DID THAT COME FROM?
BUZZ!
THIS OVERSIZED MOSQUITO COULDN'T HAVE COME FROM THE SLIDE! IT'S IMPOSSIBLE!
BELIEVE IT, DOC!
YOUR SCREWY INVENTION HAS SPRUNG A LEAK!

AN EXTRA-REALITY? MARVELOUS! THIS MAKES MY CREATION ALL THE MORE AMAZING!
ALTHOUGH I'M AT A LOSS TO EXPLAIN IT!
I DON'T LIKE IT, DOC! THESE SLIDES MIGHT BE DANGEROUS!
RUBBISH! TO HEAR YOU TALK, I'D EXPECT GARGANTUA TO HOP OUT AND SNATCH ME UP IN IT'S SLAVERING JAWS!
LOOK THE SLIDE'S GONE BLACK!
NO...I SEE MOVEMENT.
BONK!
HUH?
LOOK OUT!
WONDERFUL! ANOTHER ONE OF DOC'S INVENTIONS GONE HAYWIRE!
AND JUST MY LUCK...
...IT'S UP TO ME TO FIND A SIMPLE SOLUTION TO THE MESS!


GOOD GRIEF! WHAT KIND OF PLACE IS THIS?
HELP!
UH-OH! SOUNDS LIKE GOOFY'S IN NEED OF A RESCUE!
OW! OUCH!
OMIGOSH! I'VE GOT A FEELING THIS MAY TURN OUT TO BE A LONG DAY!
HELP, MICKEY! TELL THIS TIN-HORNED TANK TO LET GO OF ME!
KEEP YOUR HAT ON, GOOFY! I'M COMING!
GAWRSH, MICK! I'VE NEVER BEEN SO GLAD TO SEE YUH IN ALL MUH LIFE!
DON'T MENTION IT, PAL...
...BUT IF YOU HAPPEN TO SEE A WAY OUT OF THIS CRAZY SLIDE, SPEAK UP!
OH, I CAN'T WATCH!

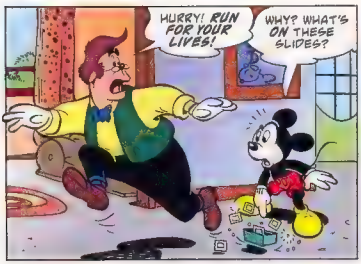
HUH? WHUT HAPPENED?
I GUESS THE SLIDE MUST HAVE CHANGED! THE PROJECTOR MUST BE ON AUTO-MATIC!
SO WHERE ARE WE NOW?
BEATS ME! BUT SOMEHOW, WE'VE GOT TO FIND OUR WAY TO THE SCREEN!
HM...FUNNY! I'VE NEVER SEEN GRASS OR FLOWERS LIKE THESE BEFORE!
WHUT'S THAT?!
THUMP!
GAWRSH! MORE MONSTERS!
THUMP!
THUMP!
NOT MONSTERS—FLEAS! THIS ISN'T VEGETATION! IT'S FUR! WE MUST BE ON SOME KIND OF ANIMAL!
HEY! WATCH IT! WHOA!
I'M BEGINNING TO WISH I'D BROUGHT A FLEA COLLAR ALONG FOR THE RIDE!

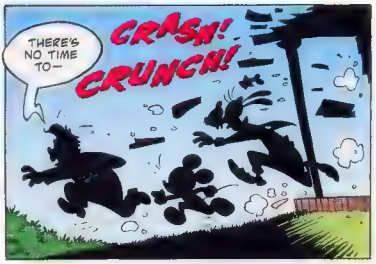

-WHEW!-
THE PROJECTOR CHANGED JUST IN TIME!
B...BUT WHUT SORT OF HORRIBLENESS INHABITS THIS SLIDE?
WHATEVER IT IS, I WISH DOC HAD INVENTED AN EASY EXIT!
OR A BIG SWATTER! THESE PESKY FLIES ARE A NUISANCE!
SNAP!
?
GASP! VENUS FLYTRAPS! RUN BEFORE THESE MEAT-EATING WEEDS MISTAKE US FOR FRUITFLIES!
YIKES!
OH, WHAT A CRUEL FATE—TO BE GOBBLED ALIVE BY SHRUBBERY!

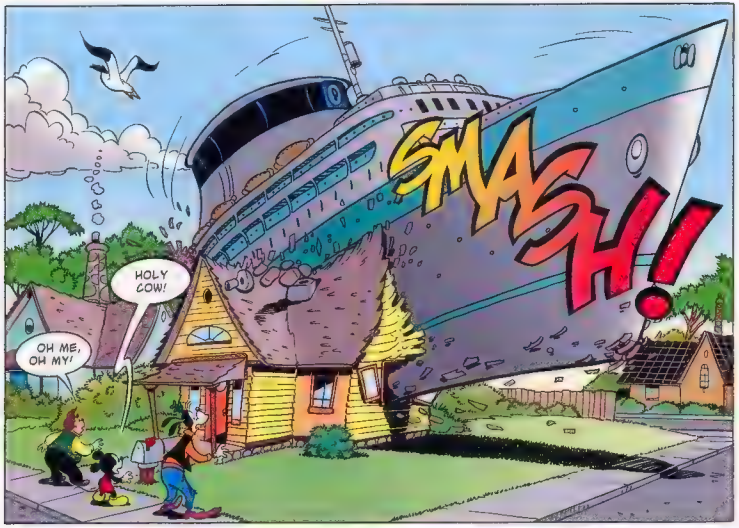
HMPH! I SUPPOSE I SHOULD BE GRATEFUL, BUT HOW ARE WE SUPPOSED TO EXIT THIS BLASTED SLIDE IF IT KEEPS CHANGING?
MAYBE DOC WILL WAKE UP AND...
GOLLY! THESE ROPES ARE STICKY!
STICKY?!
STAR'S ABOVE! WE'RE ON A SPIDER'S WEB!
QUICK! GRAB ONTO A LENGTH OF WEB AND COIL IT AROUND YOUR WAIST!
JUMP!
BOING!!
GAWRSH! TRAPPED LIKE WORMS ON THUH END OF A FISH HOOK!
RELAX, GOOFY! WE'RE NOT DONE FOR YET!

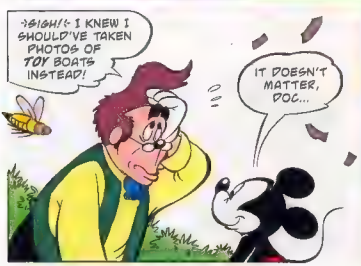
YOU SEE? I TIMED THE PROJECTOR PERFECTLY! THE SPIDER NEVER HAD A CHANCE TO GET US!
BUT NOW WHUT?! GROW A PAIR OF WINGS?
WOOF!
THERE'S NOTHING WE CAN DO BUT HANG ON AND SEE WHERE THIS JOYRIDE ENDS!
BUZZ!
BUZZ!
?
!
FLING!
ZOOM!
HOT DIGGETY! WE MADE IT!

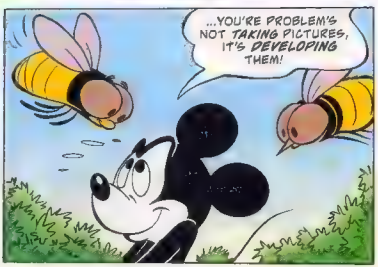
WE'RE NOT THE ONLY ONES, MICK! THEM CRITTERS FOLLOWED US!
SMASH!
POOR, DOC! YOU MISSED ALL THE EXCITEMENT!
BUMP!
SORRY, DOC! I HOPE YUH CAN WHIP UP ANOTHER BATCH!
I'M AFRAID NOT!
NO?
WELL...UH...I STUMBLED ONTO THE FORMULA BY ACCIDENT! I DOUBT IT CAN BE DUPLICATED!
ROTTEN LUCK! WITH BOTH THE PROJECTOR AND FLUID GONE, YOUR INVENTION IS RUINED!
GOOD RIDDANCE, IF YOU ASK ME!
OH, I DON'T KNOW—THINK OF THE POSSIBILITIES! WE COULD'VE STEPPED INTO OLD PHOTOGRAPHS OF PLACES LONG LOST! A FORM OF TIME TRAVEL!
?
SPUT!
SPUT!


HURRY! RUN FOR YOUR LIVES!
WHY? WHAT'S ON THESE SLIDES?


THERE'S NO TIME TO—
CRASH!
CRUNCH!

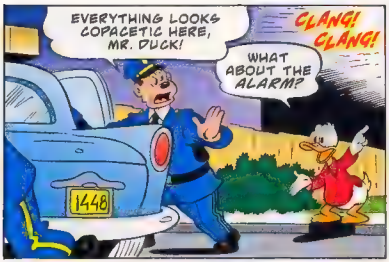

SMASH!
HOLY COW!
OH ME, OH MY!


SIGH! I KNEW I SHOULD'VE TAKEN PHOTOS OF TOY BOATS INSTEAD!
IT DOESN'T MATTER, DOC...

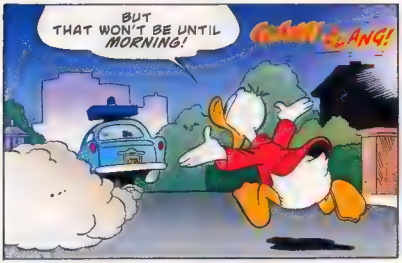

...YOU'RE PROBLEM'S NOT TAKING PICTURES, IT'S DEVELOPING THEM!

Walt Disney's
Donald Duck
"BURGLAR ALARM"
HEY, NEIGHBOR! HAVING A BURGLAR ALARM INSTALLED, EH?
YUP! THE VERY BEST HEAVY-DUTY TYPE, TOO!
BIG BEN BURGLAR ALARMS
DONALD DUCK
D. DUCK
D 9328
NOT MUCH NEED FOR IT, SEEMS TO ME!
MAYBE NOT FOR YOUR HOUSE...
...BUT MINE'S FULL OF VALUABLES, LIKE SILVER BOWLING TROPHIES AND SUCH!
OH YEAH?
IT'S PARTICULARLY WORRYING BECAUSE I WORK NIGHTS!
WHAT? TEACHING MIDNIGHT BOWLING CLASSES?
VERY FUNNY! SO HAPPENS I'M A NIGHT WATCHMAN AT THE APEX WAREHOUSE ON THE HARBOR!

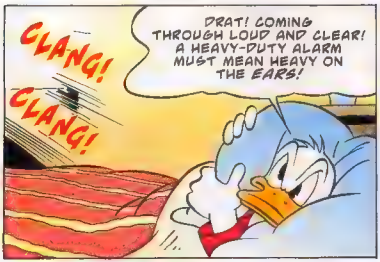
IT'S THE SORT OF JOB THAT MAKES ONE SECURITY CONSCIOUS!
THAT NIGHT...
BURGLAR ALARMS! HMPH!
WELL, IF THAT MAKES MY NEIGHBOR FEEL SAFE...
ZZ...
HUH?!
CLANG! CLANG! CLANG!
BLASTED THING'S GOING OFF!
CLANG! CLANG! CLANG!
POLICE? I'M CALLING TO REPORT MY NEIGHBOR'S BURGLAR ALARM GOING OFF!
CLANG! CLANG! CLANG!
MINUTES LATER...
CLANG! CLANG! CLANG!
YEAH! I'M NOT DEAF!
HEAR THAT?
AND...
THIS WINDOW'S OKAY!
SO'S THIS ONE HERE!
FRONT DOOR'S INTACT AND LOCKED!
CLANG! CLANG!


EVERYTHING LOOKS COPACETIC HERE, MR. DUCK!
CLANG! CLANG!
WHAT ABOUT THE ALARM?
1448

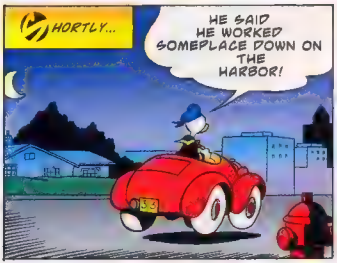
CLANG! CLANG!
THEY CAN SOMETIMES GO OFF FOR NO APPARENT REASON! YOUR NEIGHBOR WILL HAVE TO TURN IT OFF WHEN HE GETS HOME!


BUT THAT WON'T BE UNTIL MORNING!
CLANG! CLANG!

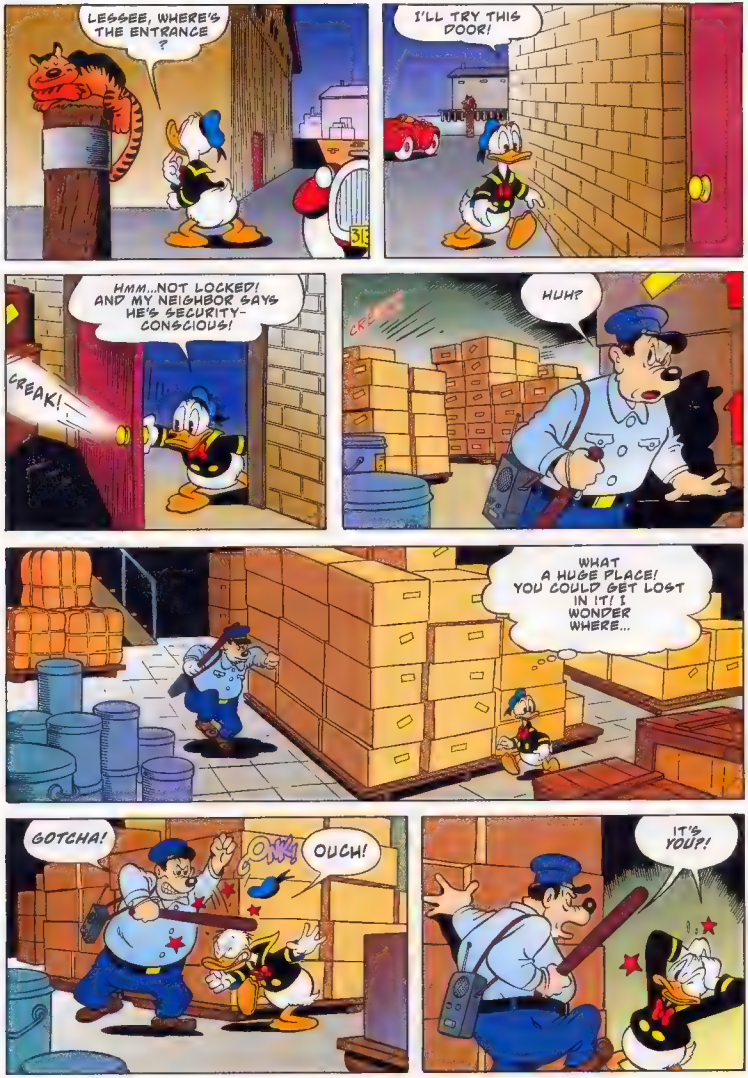
O...
MAYBE CLOSING THE WINDOW WILL MUFFLE IT!
CLANG!


CLANG!
CLANG!
DRAT! COMING THROUGH LOUD AND CLEAR! A HEAVY-DUTY ALARM MUST MEAN HEAVY ON THE EARS!

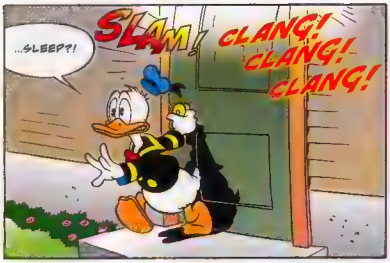
THIS IS HOPELESS! I'VE GOTTA FIND THAT GUY AND GET HIS HOUSE KEYS OR SOMETHING!
CLANG!

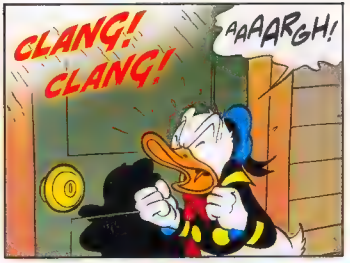

HORTLY...
HE SAID HE WORKED SOMEPLACE DOWN ON THE HARBOR!

THAT'S IT! MAN, I WOULDN'T WANT TO COME HERE EVERY NIGHT!
APEX WAREHOUSE


LESSEE, WHERE'S THE ENTRANCE ?
I'LL TRY THIS DOOR!
HMM...NOT LOCKED! AND MY NEIGHBOR SAYS HE'S SECURITY-CONSCIOUS!
CREAK!
CRE
HUH?
WHAT A HUGE PLACE! YOU COULD GET LOST IN IT! I WONDER WHERE...
GOTCHA!
OUCH!
IT'S YOU?!

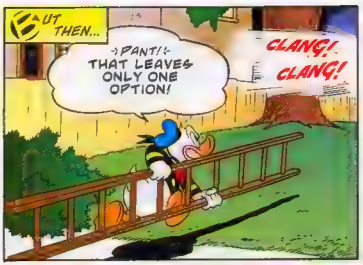
WHAT'RE YOU DOING DOWN HERE?
IT'S YOUR "HEAVY-DUTY" BURGLAR ALARM! IT WENT OFF BY MISTAKE AND KEEPS CLANGING! I CAN'T FALL ASLEEP!
I WANTED TO SEE IF YOU HAD SPARE HOUSE KEYS I COULD USE TO GET IN AND TURN THE DRATTED THING OFF!
I'M NOT KEEN ON HANDING THESE OUT, BUT HERE YOU GO!
OON...
STILL RINGING, EH?
CLANG!
CLANG!
CLANG! CLANG!
HA! I'LL SOON...
...PUT A STOP...
CLANG! CLANG!
...TO THAT!
CLA...
BLESSED SILENCE! NOW I CAN GO HOME AND...


...SLEEP?!
SLAM
CLANG! CLANG! CLANG!

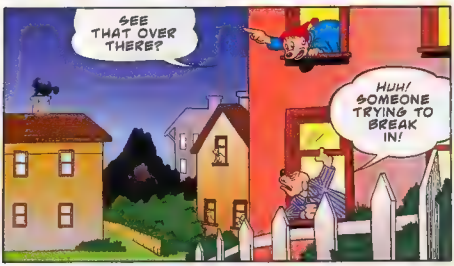

CLANG! CLANG!
AAARGH!

OH NO! I LEFT THE KEYS INSIDE!
CLANG! CLANG!

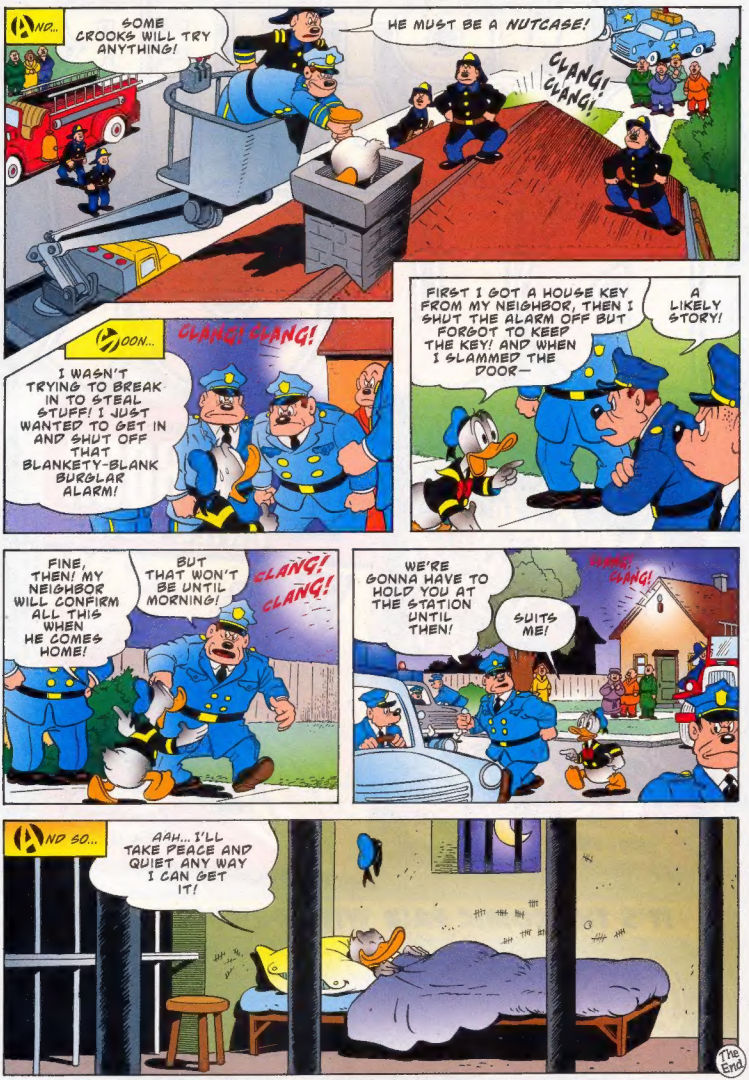
CLANG! CLANG!
:GROAN!: LOCKED! EVEN THE COPS MADE SURE!


BUT THEN...
:PANT!: THAT LEAVES ONLY ONE OPTION!
CLANG! CLANG!

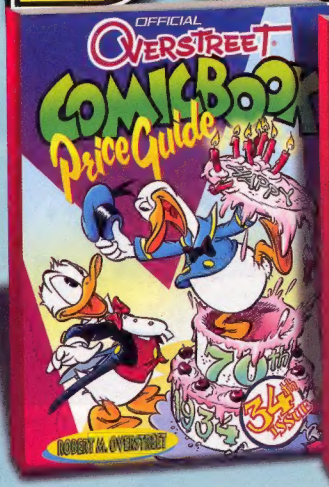
?
...THE CHIMNEY!
CLANG!

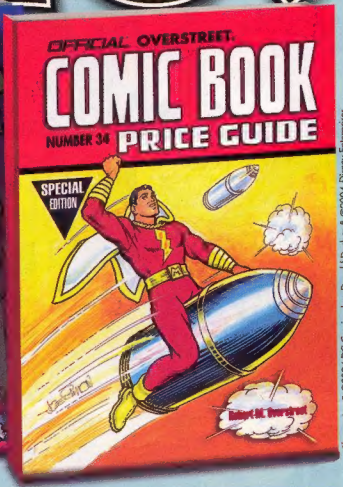

SEE THAT OVER THERE?
HUH! SOMEONE TRYING TO BREAK IN!

I'M CALLING THE POLICE!


AND...
SOME CROOKS WILL TRY ANYTHING!
HE MUST BE A NUTCASE!
CLANG! CLANG!
SOON...
CLANG! CLANG!
I WASN'T TRYING TO BREAK IN TO STEAL STUFF! I JUST WANTED TO GET IN AND SHUT OFF THAT BLANKETY-BLANK BURGLAR ALARM!
FIRST I GOT A HOUSE KEY FROM MY NEIGHBOR, THEN I SHUT THE ALARM OFF BUT FORGOT TO KEEP THE KEY! AND WHEN I SLAMMED THE DOOR—
A LIKELY STORY!
FINE, THEN! MY NEIGHBOR WILL CONFIRM ALL THIS WHEN HE COMES HOME!
BUT THAT WON'T BE UNTIL MORNING!
CLANG! CLANG!
WE'RE GONNA HAVE TO HOLD YOU AT THE STATION UNTIL THEN!
SUITS ME!
CLANG! CLANG!
AND SO...
AAH... I'LL TAKE PEACE AND QUIET ANY WAY I CAN GET IT!
The End

ANOTHER DYNAMIC DUO!





Shazam! ™ & ©2004 DC Comics, Inc. Donald Duck ™ & ©2004 Disney Enterprises.
Overstreet® is a Registered Trademark of Gemstone Publishing, Inc. All rights reserved.

IT'S THE COMIC PAIR WITH PRICING FLAIR!

All the info you need about pricing your comics is right here in *The Official Overstreet® Comic Book Price Guide #34.*
So, don't let your collection flounder -
price it with panache using
THE ONE AND ONLY GUIDE!

COMIC SHOP LOCATOR SERVICE
888-COMIC-BOOK
888-266-4226

$25 +s&h

Call Sara at 888-375-7500 ext 410 to order!

"Snooper by the Book" (*Donald Duck and Friends* 315) is a nice entry in Carl Barks' "mastery" genre, with Donald becoming an expert at a new job. The story structure is "by-the-book Barks": Donald amazes his nephews by learning a skill, he takes on three jobs successfully—and then, at the peak of his success, he creates a catastrophe and ends up disgraced. It's a formula, but if you're going to use somebody's story structure as a model, you can't do better than using Barks. The story moves along from one clever incident to the next, and then ends with a bang.

My favorite part of the story is the blonde woman in the last sequence. In her first couple of scenes, she admires Donald, calling him a "genius" twice. By the final page, after the deluge, we see her sniffing, "I knew he was an amateur the moment I saw him!" Using a single, visually distinctive character to represent the shift in public opinion is really effective, creating a nice satirical gag on hypocrisy.

Vicar also draws a good frustrated duck face. In the last few pages, Donald's expressions as he realizes the fix that he's in sells the story's ending.

But my favorite story in the issue was Mickey's "Bagarthach the Archfiend," a lunatic story with a nice twist. The demon that Mickey lets out of a bottle turns out to be funny and unexpectedly sympathetic.

The repeated gag of the demon promising "unspeakable punishment" and then creating minor annoyances for Mickey was really funny. It kept me chuckling throughout the whole story. It becomes clear as the story goes on that the demon is trying to give Mickey clues on how to get it back in the bottle, which makes him seem sad, trapped in a role that he doesn't really want to play. By the end, it was actually kind of touching.

The Donald story was structured like a new Barks; the Mickey story was something that Floyd Gottfredson could have done on one of his weirder days. I'm glad to see that new Disney comics are still aiming at those high standards.

— Danny Horn

I finally had the chance to sit back and read *DD&F* 314 and if nothing else I wanted to write and thank Pat and Carol McGreal for what has been an excellent series of Mickey Mouse stories, as found in the Shambor adventure. And lest I forget, Ferioli and Scott Rockwell deserve much of the credit for art that matched that high quality of storytelling. I don't know if I've ever seen Mickey & Co. illustrated as well outside of an animated adventure, and that's definitely saying something. Hopefully we'll see their artistic talents over and over again, likewise more stories from the McGreals whether it's another Mouse tale, a Duck story, or the return to Shambor. After all, Yeckim's in trouble! Incidentally, like a number of your readers have suggested, if Gemstone ever has the desire to collect these adventures in a convenient trade paperback I know I'd be all for it.

I did say above that if "nothing else" I wanted to write and thank Gemstone and all those involved for the Shambor stories, but fortunately there is plenty more to write in thanks about, including the hilarity of Janet Gilbert's Donald Duck story, "Once a Loser" where we're privileged to watch as Donald tries to change his life for the better by reacting exactly the opposite of what he would normally do in order to go from a "loser" to a "winner" (in his own mind) and break the cycles of his old life. I can always appreciate a writer who makes me laugh out loud and Janet Giblert's story did that on several occasions, as Donald succeeds in carving out the life of a winner in Turkeytown (pardon the pun) but finding his accomplishments exhausting in comparison to his old life in Duckberg, where he finally ends up again, content to relax on his couch amidst the "Nag Nags" and "Scold Scolds" of familiar family and friends.

Pat & Shelly Block's "Sudsy Scheme" finished off the book fine as Donald tries to get a monetary return on an investment in Woodchuck soaps that he's less than pleased with, only to find that getting rid of them is easier said than done in more ways than one. There were several great points in this story, my favorites probably being when Donald brings out the "heavies" in unclogging his drain (a big wrench that he proceeds to beat the sink with) and his confrontation with the H.O.G.W.A.S.H.E.R. All, very well done.

Finally, you asked in your introduction to the issue if we'd be interested in more Three Caballeros-related material. Absolutely! Not only would I be up for more stories featuring all three, (particularly from Don Rosa's pen), but the reprints you mentioned featuring José Carioca would be more than welcome to this reader.

Keep up the great work folks, I'm having a whole lot of fun in the process!

— K.D. McCallister

And so are we. Yikes! This issue's two longish letters have left no room to say more than see you next month.

— John Clark

Letters selected for publication may be edited for length and/or content.
We regret we cannot respond to individual letters; however questions of general interest will be answered in our letters column.
QUESTIONS ABOUT SUBSCRIPTIONS OR BACK ISSUES? Contact Angie Meyer at mangie@diamondcomics.com
Please do not send subscription, back issue or submission queries to the letters column address. Thank you!

MEET THE NOD SQUAD

Daredevil, Jeannie, Spider-Man, the Osbournes, Tony the Tiger, Wonder Woman plus many more of your favorite Yes Men are quaking and quivering through the electronic pages of Scoop. Crammed with earth-shaking character images and the latest industry news, Scoop is the FREE, weekly, e-newsletter from Gemstone Publishing and Diamond International Galleries for collectors and pop culture enthusiasts of all ages. Just visit http://scoop.diamondgalleries.com to check it all out and subscribe. So remember, if you're lacking vital Bobblehead information - don't get the Bobblehead blues, just log onto Scoop for the hottest Bobblehead news!

SCOOP

THIS JOINT IS JUMPIN'!